ONIMUSHA BLADE WARRIORS™

TEEN
T
CONTENT RATED BY ESRB

CAPCOM®

Warning:
Read Before Using Your PlayStation®2 Computer Entertainment System.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

Warning to Owners of Projection Televisions:

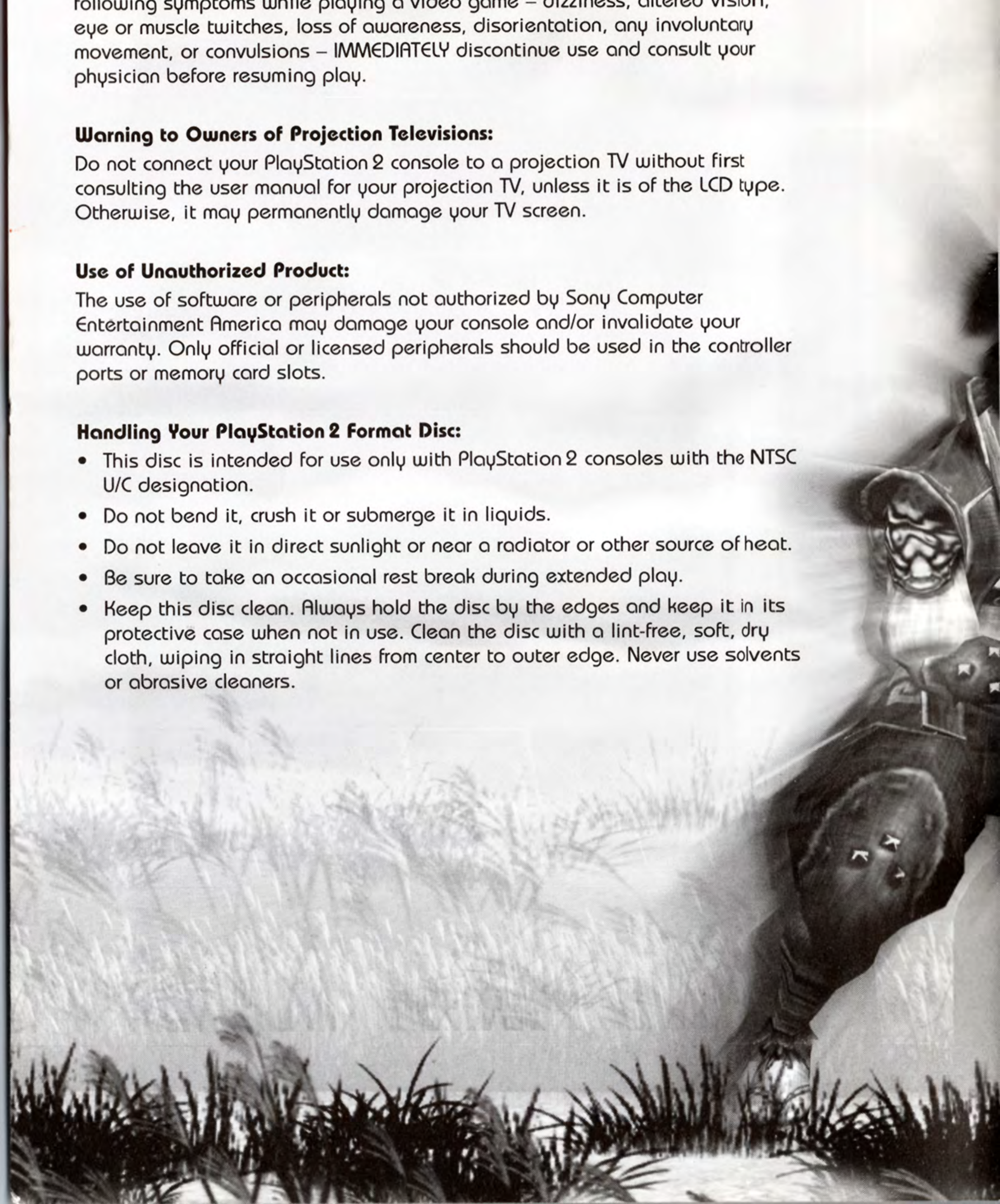
Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

Use of Unauthorized Product:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

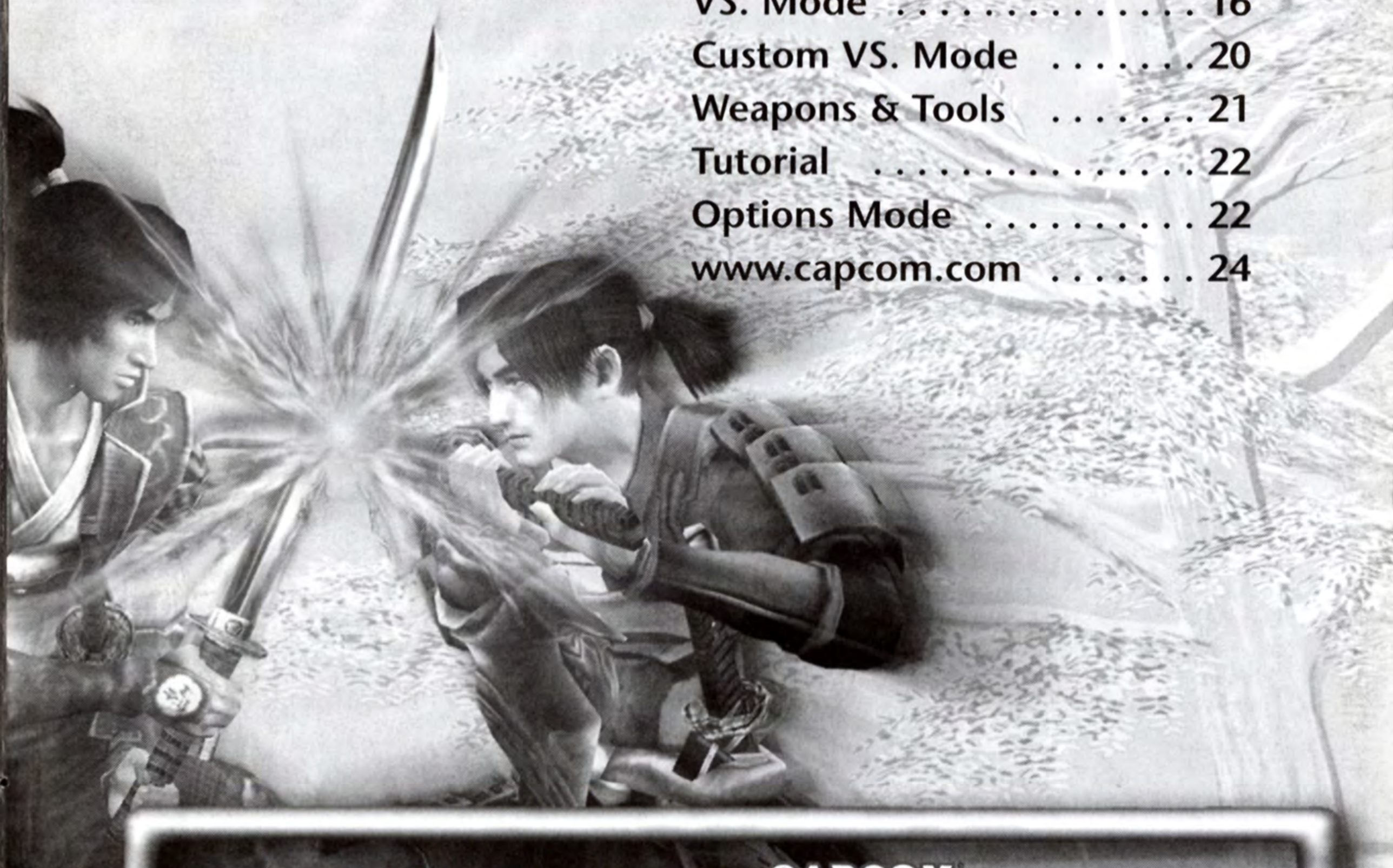
Handling Your PlayStation 2 Format Disc:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



CONTENTS

Getting Started 2
Starting Up 3
During the Civil Wars... 4
Characters 4
Mode Select 7
Default Controls 8
Basic Combat Moves 9
Story Mode 12
VS. Mode 16
Custom VS. Mode 20
Weapons & Tools 21
Tutorial 22
Options Mode 22
www.capcom.com 24



A Special Message from CAPCOM®

Thank you for selecting ONIMUSHA BLADE WARRIORS™ for your PlayStation®2 computer entertainment system. We at CAPCOM ENTERTAINMENT are proud to bring you this new addition to your video game library.

CAPCOM ENTERTAINMENT, INC., 475 Oakmead Parkway, Sunnyvale, CA 94085
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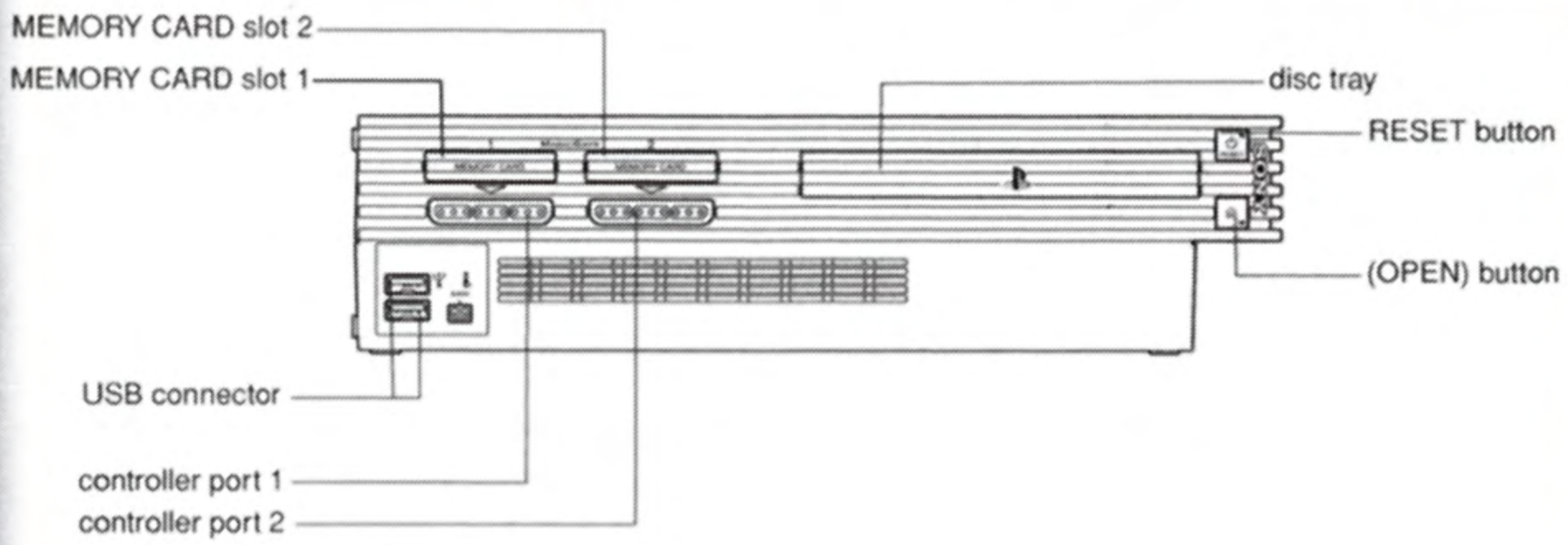
GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on.

Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the *ONIMUSHA BLADE WARRIORS*™ disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.

Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

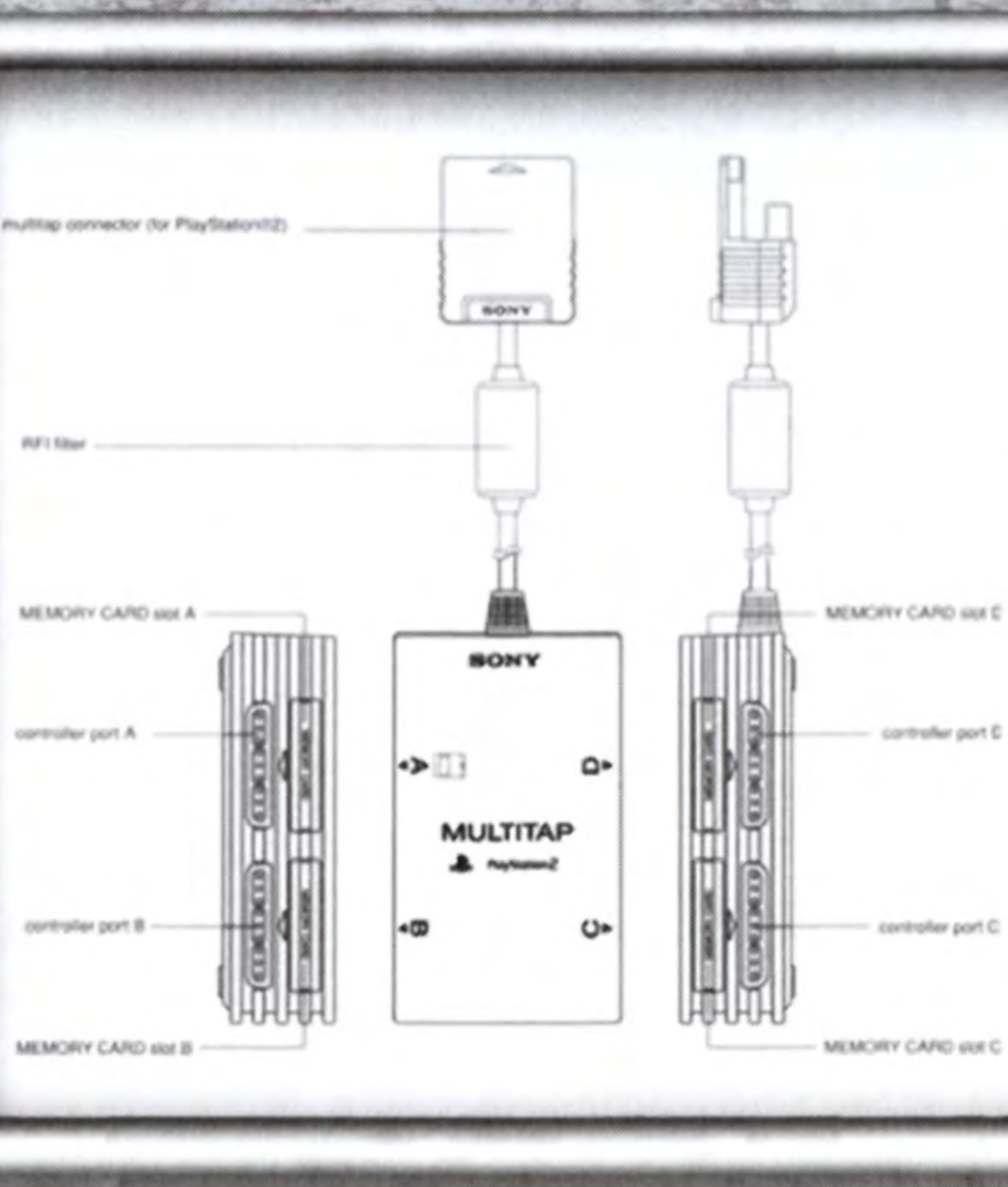
STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

ONIMUSHA BLADE WARRIORS™ supports the DUALSHOCK®2 analog controller and is designed for one to four players. Before beginning play, connect your controllers:

- For one player, connect the controller to Controller Port 1.
- For two players, connect two controllers to Controller Ports 1 and 2.
- For three or four players, connect a Multitap (for PlayStation®2) (sold separately) to Controller Port 1. Connect controller 1 to Controller Port A on the multitap. Connect controller 2 to Controller Port 2 on the console. Connect controllers 3 and 4 to Controller Ports C and D on the multitap.

  Note: For more information, please refer to the multitap instruction manual.
- When ***Vibration*** is ***ON***, the controller will vibrate in response to game events. You can turn ***Vibration ON/OFF*** in the Controls Menu, available from the Pause Menu. (See page 14.)



DURING THE CIVIL WARS...

When Civil Wars raged throughout the land...

...it had been said that the battle between warriors with the power of the Oni and the wild Demons who opposed them had ended.

However....

CHARACTERS

SAMANOSUKE AKECHI

The warrior who wields the Oni Gauntlet. He disappeared mysteriously after defeating Fortinbras at Gifu Castle. Once again he sets out to defeat the Demons with his Oni power.

KAEDE

Fought the Demons with Samanosuke and searched for his whereabouts after the battle at Gifu Castle. Kaede will throw herself into the heat of battle no matter what the risk to life and limb.

KEIJIRO MAEDA

Famous eccentric swordsman. His gaudy dress conceals a warm heart. Rumored to have originally come from China, he wields a giant Nagamaki in battle.

GRUNT

This nameless warrior wanders the battlefields in hopes of an opportunity to raise his stature. Lucky for him he rarely has a break from war, or he would realize how bleak his future is.

JUBEI YAGYU

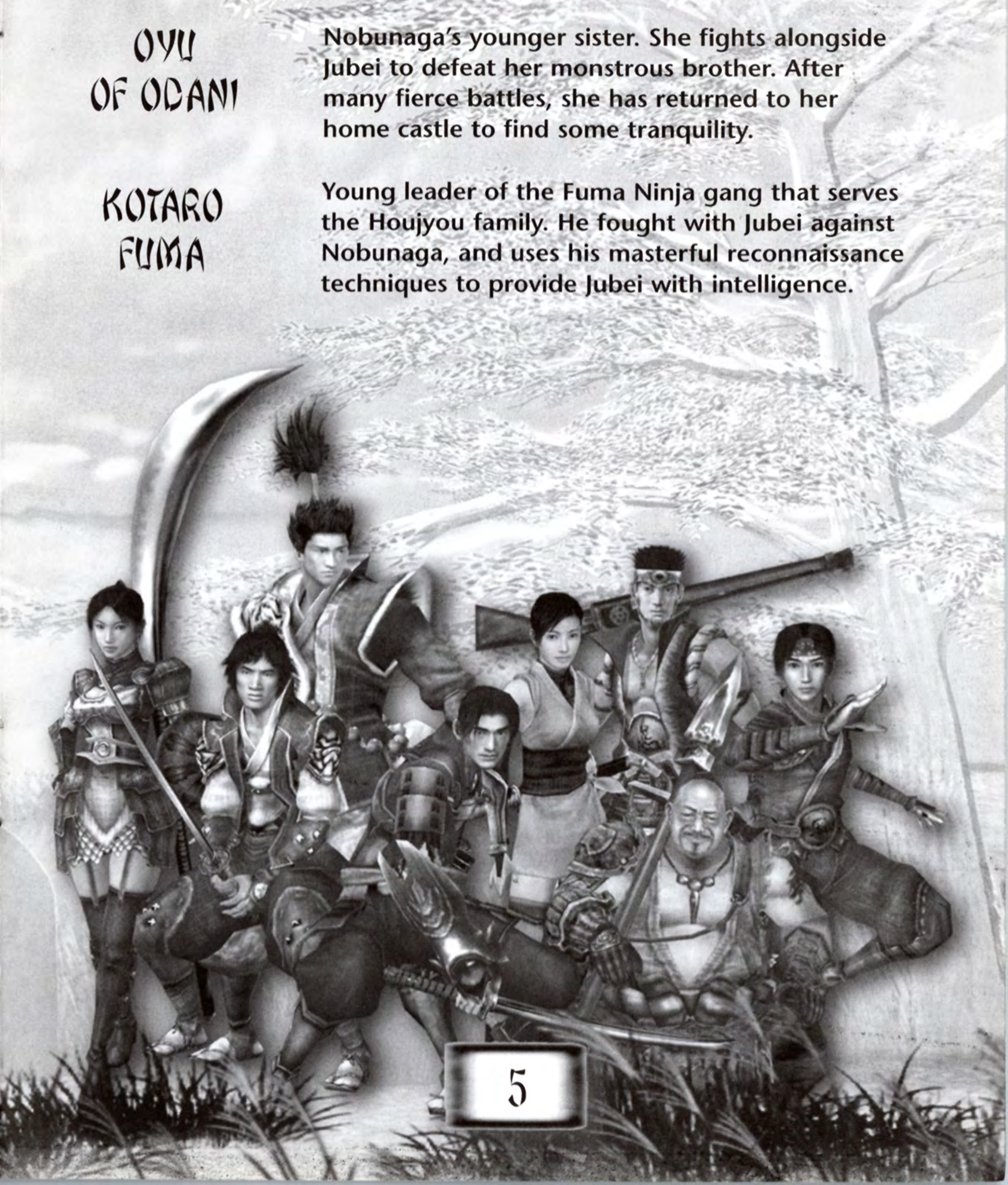
Oni blood flows through the veins of this mighty swordsman. He defeated the Demon Lord Nobunaga in the name of justice. He settled down at home until hearing that Demons were on the move.

OYU OF ODANI

Nobunaga's younger sister. She fights alongside Jubei to defeat her monstrous brother. After many fierce battles, she has returned to her home castle to find some tranquility.

KOTARO FUMA

Young leader of the Fuma Ninja gang that serves the Houjyou family. He fought with Jubei against Nobunaga, and uses his masterful reconnaissance techniques to provide Jubei with intelligence.



EKEI ANKOKUJI

Spearmaster of the Hozoin school. This monk with a taste for the good life is still a top-class fighter with a sharp mind. He has served the Mouri family since the battle with the Demons.

MARCELLUS

This engineered Demon, created from materials fetched from the Cave of Treachery, is Guildenstern's pride and joy. He wields a weapon resembling the Oni Gauntlet on his right arm.

JUJUDORMAH

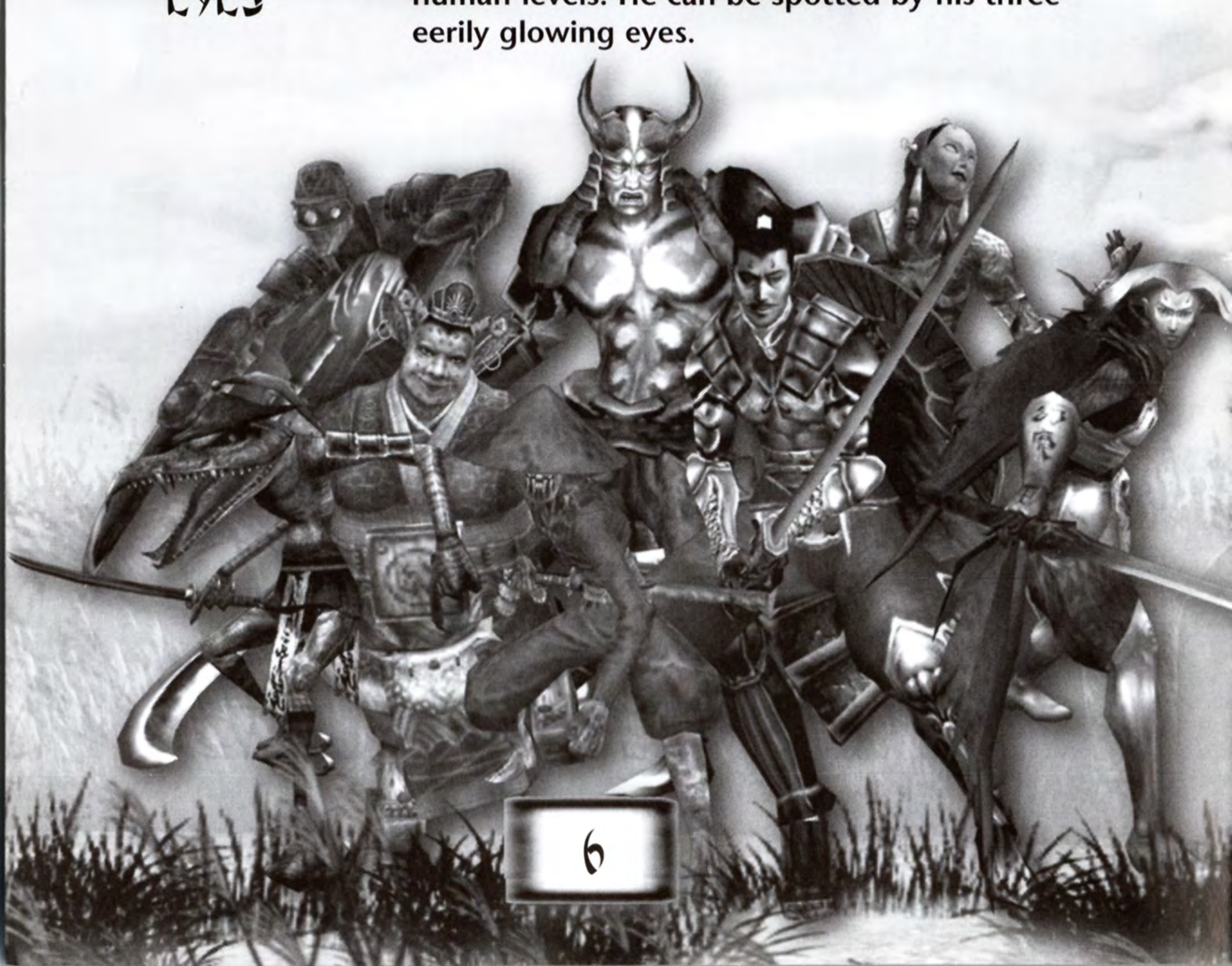
A combination of a cunning mind and ferocious nature make Jujudormah one of the most feared Demons. Confident of her looks, she has an interest in the Demon Lord Nobunaga.

ZOMBIE WARRIOR

The first of Guildenstern's engineered Demons. This zombie makes up for his lack of intelligence with a powerful instinct for seeking out and destroying life.

THREE EYES

This engineered Demon was modeled after Ninja. Highly athletic, his agility far exceeds normal human levels. He can be spotted by his three eerily glowing eyes.



MODE SELECT

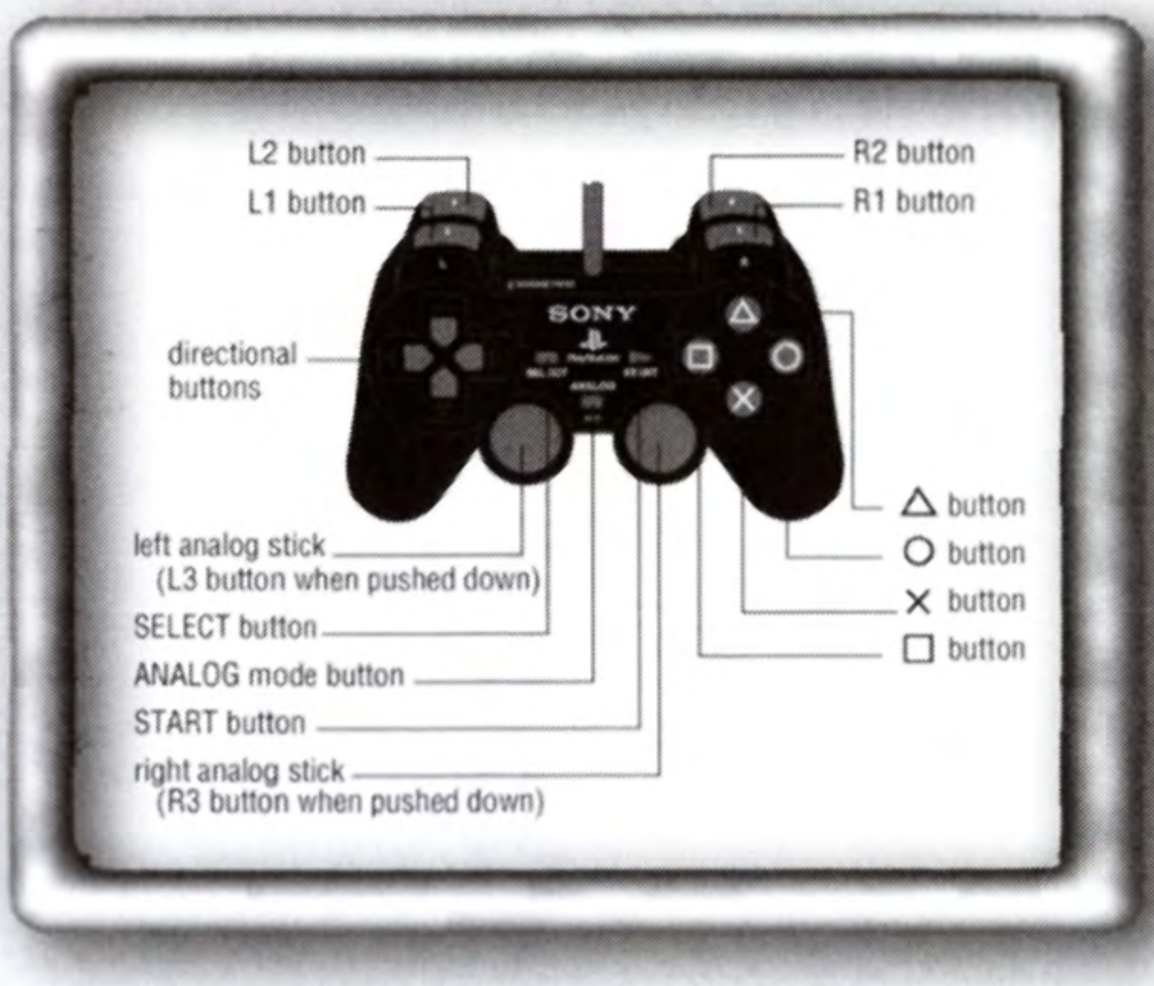
When the Title screen appears, press ► START to display the Mode Select screen. Use the directional buttons to make selections and confirm a selection by pressing ⊗.

- ***Story*** — Follow the scenario for your selected character and attack your enemies. Use the Souls you collect to develop your character. (See page 12.)
- ***VS. Mode*** — Up to four players can join in heated battle. (See page 16.)
- ***Custom VS.*** — Battle using data you developed in Story Mode. (See page 20.)
- ***Tutorial*** — Practice your battle skills, using a selected character. (See page 22.)
- ***Options*** — Adjust various game settings. (See page 22.)

DEFAULT CONTROLS

MENU CONTROLS

directional buttons	Select option
⊗ button	Confirm selection
△ button	Cancel selection
□ button	Speed up cursor movement
R1 button	Set Stage Select screen to *Random*



GAMEPLAY/COMBAT CONTROLS

directional buttons	Move character	
normal situations:	← or →	Move in a straight line
	↑↑ or ↓↓	Change levels
	←← or →→	Dash
	↑ or ↓	Jump or Crouch
while holding R1:	↑ or ↓	Line movement
	← or →	Dash
	Face enemy ← or →	Move behind enemy
⊗ button	Jump	
○ button	Absorb Souls	
△ button	Kick	
□ button	Attack; Pick up/Use Item	
R1 button	Ready position	
R2 button or right analog stick	Discard	
L1 button	Block	
L2 button or left analog stick	Switch lock-on target while in Ready position	
START button	Pause/Resume	

Note: You can change the default controls in the Controls Menu, available from the Pause Menu. (See page 14.)

BASIC COMBAT MOVES

BASIC ATTACK

Press ■ to attack.

- Press ■ repeatedly to swing multiple times. Use the directional buttons while attacking to trigger different kinds of attacks.

CHARGE

- By pressing ■ continuously, you can save up energy to a maximum of Level 3. You can then either respond to attacks from your opponent or maintain the energy until you release the button.
- You can also strengthen your attack by combining Charge with the directional buttons or R1 (Ready position).
- Move the directional buttons while pressing ■, then release the directional buttons to trigger Wave Motion Sword!

MOVE/CHANGE LEVELS

Use the directional buttons to move.

- Move the directional buttons ↑ ↑ to go up. Move ↓ ↓ to go down the level. While holding R1, move ↑ or ↓ to move along the levels.

READY

Hold **R1**.

- While you are in a Ready position, the movement methods are somewhat different. You lock-on to the enemy and may go around the back of the enemy.
- You can also use lock-on attacks.

KICK

Use △ to perform a kick attack.

- Though this attack has weak power and is not good for defense the enemy will not be able to dodge it. So by all means exploit that gap and attack!

CRITICAL ATTACKS

Just before the enemy attacks, press ■.

- Critical Attacks damages your opponent heavily.

ORBS

Press **R1** + △.

- When absorbing Orbs from the combat field or jewel box, press **R1** + △ to trigger a specialized attack: Fire, Wind or Thunder.

ABSORB SOULS

Press ○ to absorb Souls.

- A Soul appears when you defeat an enemy or destroy an object. When you see the Soul, press ○ to absorb it.
- When fighting your enemy for possession of a Soul, press ○ repeatedly to absorb the Soul more forcefully.

SOUL TYPES

Different types of Souls have various colors and shapes. Some have positive effects and some have negative results. Be careful when deciding which ones to absorb. Their effects are instantaneous.

- ***Experience Soul*** — Strengthens your character (Story Mode only).
- ***Life Soul*** — Restores body energy.
- ***Victory Soul*** — Appears only when you cut down your opponent. Collect these to reach victory.
- ***Power Soul*** — Either increases or decreases your attack powers temporarily.
- ***Speed Soul*** — Either increases or decreases movements temporarily.
- ***Special Soul*** — Either increases or decreases your Special value.
- ***Poison Soul*** — Decreases your body energy.
- ***Invincibility Soul*** — Absorbing this grants brief invulnerability.

DEFENSE

Press **L1** *to trigger your defenses.*

- When you're being attacked, the Special Gauge shows the amount of damage you sustain. With each attack, your defense level decreases. Once the Special Gauge drains away, you'll incur damage even if you defend yourself. To avoid damage, press **L1** right before the enemy attacks.
- The Special Gauge automatically recovers with time. It also increases or decreases depending on the Souls and Items you collect.

CRITICAL DODGE

While in defensive stance, press △.

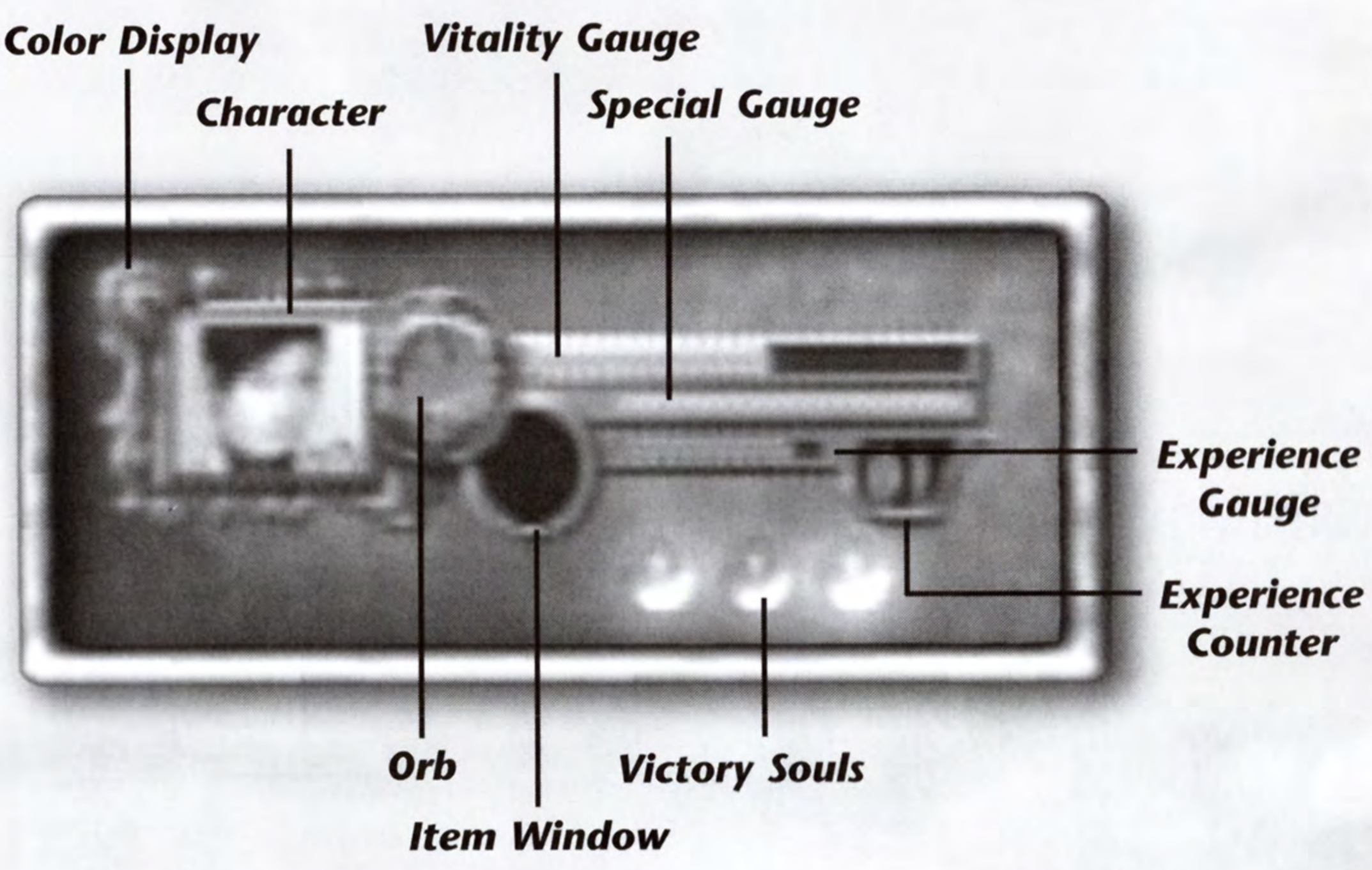
- You will use your Energy Power and ward off all enemies.
- This is a useful weapon when you are surrounded by enemies.

CRITICAL COUNTER

- Just before the enemy attacks, put yourself in defensive stance and then burst back the enemy.
- Immediately after this, attack with □.

STORY MODE

STORY MODE STATUS DISPLAY



- ***Color Display*** — You and your friends share the same color display.
- ***Character*** — Your character's face appears here.
- ***Vitality Gauge*** — Decreases when your character is being attacked. If the number drops to 0, the game is over.
- ***Special Gauge*** — Decreases when your character is defending against attacks. If it drops to 0, your character cannot Block. It recovers as time passes.
- ***Orb*** — Displays the Orbs you've absorbed.
- ***Item Window*** — Appears when you acquire Treasure Chest Items.
- ***Victory Souls*** — Displays Victory Souls you have absorbed.
- ***Experience Gauge*** — Increases when your character absorbs Experience Souls.
- ***Experience Counter*** — Displays the number of full bars of Experience Souls you have absorbed.

Warrior who wields the Oni Gauntlet.
He disappeared mysteriously after
defeating Fortinbras at Gifu Castle.
Once again he has set out to defeat
the demons with his Oni power.
Samanosuke

GETTING INTO STORY MODE

Story Mode is for single players. Your goal is to clear each stage. Depending on the Souls you absorb, you can strengthen your character, collect weapons, and use various Items.

You can use the character you develop and save in Story Mode in Custom VS. Mode battles. (See page 20.)

- **You must be using a Memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1 or 2 in order to save your developed character.**

1. LOADING DATA

When you begin Story Mode, you can choose to load game data you previously saved.

2. SELECTING YOUR CHARACTER

Choose your player. Using the directional buttons, move the cursor over the character you want to play as and press ⊗ to confirm.

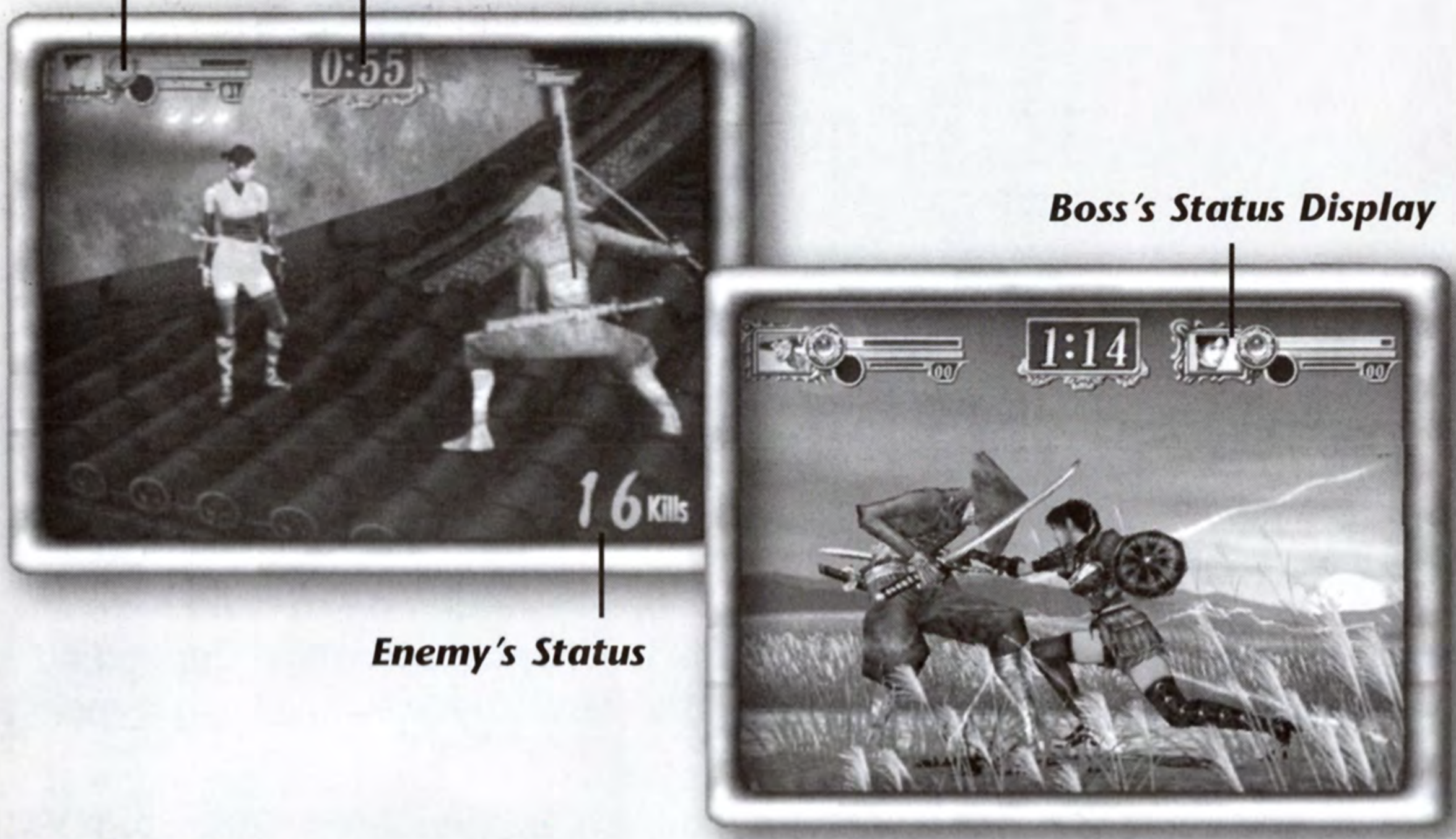
3. SELECTING YOUR DIFFICULTY LEVEL

Choose the level of difficulty.

Move the cursor over the difficulty level you want and press ⊗ to confirm. If you're starting a new Story Mode game (and not using save game data), the difficulty level will be set to *Normal*.

4. SELECTING YOUR STARTING POINT

When loading save game data, you have the choice of starting either at the beginning of the level or from where your chosen character left off. Even when you have cleared a character, you can repeat play by taking over that character's strength.



GAME SCREEN

In Story Mode, you won't clear a stage until you fulfill all the conditions set for you at the beginning of the stage.

- **Stage requirements appear at the beginning of the stage.**
- **Stages are timed. Each time limit is different, depending on the stage. The time limit appears at the top center of the screen.**
- **Your character's status appears in the top left corner.**
- **Your enemy's status appears above the enemy's head.**
- **When you finally meet the boss, the boss's status appears in the top right corner. The boss's status display is similar to your character's status display. (See page 12.)**

PAUSE MENU

Press START while playing to pause the game and display the Pause Menu. (You can also pause the game and display this menu in VS. Mode.) Use the Menu Controls (see page 8) to make your selection.

- ***Continue Game*** **— Resume play.**
- ***Controls*** **— Reassign the button controls.**
- ***Quit Game*** **— Quit the game.**

STRENGTH SCREEN

Once you clear the stage, a Strength screen appears. Here you can pour the Souls you absorbed into the Barometer to strengthen your character, equip yourself with weapons and equipment you have collected, and so on.

INCREASING YOUR STRENGTH

Choose parameters for how strong you want to become, then press ⊗ to pour your collected Souls into that area.

- ***Attack Power*** — Your Attack power increases.
- ***Defense Power*** — Your Defense power increases.
- ***Magic Power*** — Your Soul Absorption and Orb powers increase.

Once you pour in enough Souls to surpass fixed levels, your character moves up one level. Your character undergoes various changes depending on the level.

EQUIPPED WEAPONS AND ITEMS

You are always equipped with all the Weapons you collected. You can also obtain other characters' Special Weapons. Weapons you cannot use will not be displayed.

You are always equipped with all the equipment you obtained. You can also use another character's equipment, so even if the character you are using loses a piece of equipment, it still appears on the Item list.

Press the directional buttons ⬅ or ➡ to change Weapons or Items.

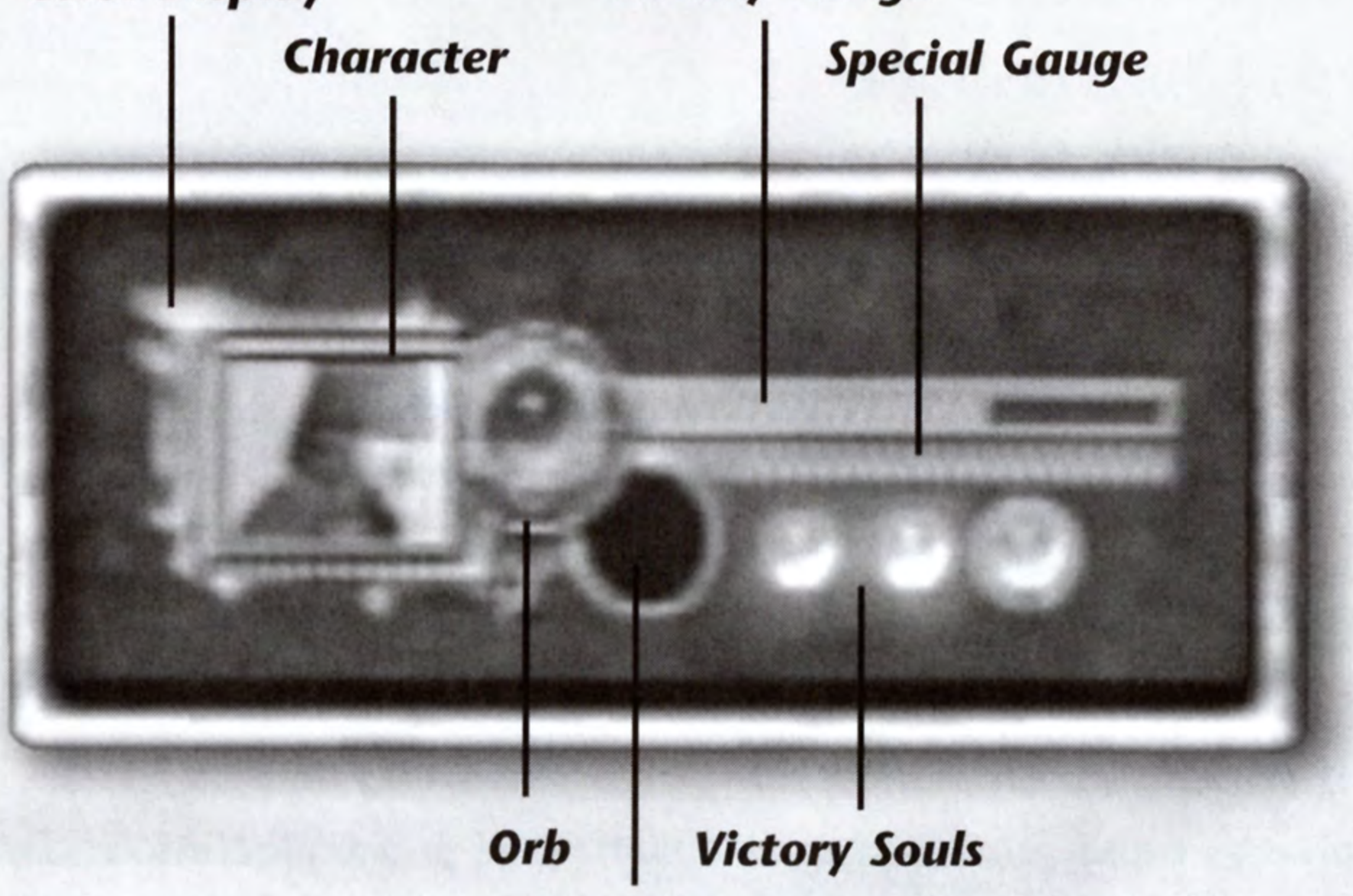
SAVING YOUR STORY MODE GAME DATA

Select ***Save*** on the Strength screen to preserve all game data up to your current point.

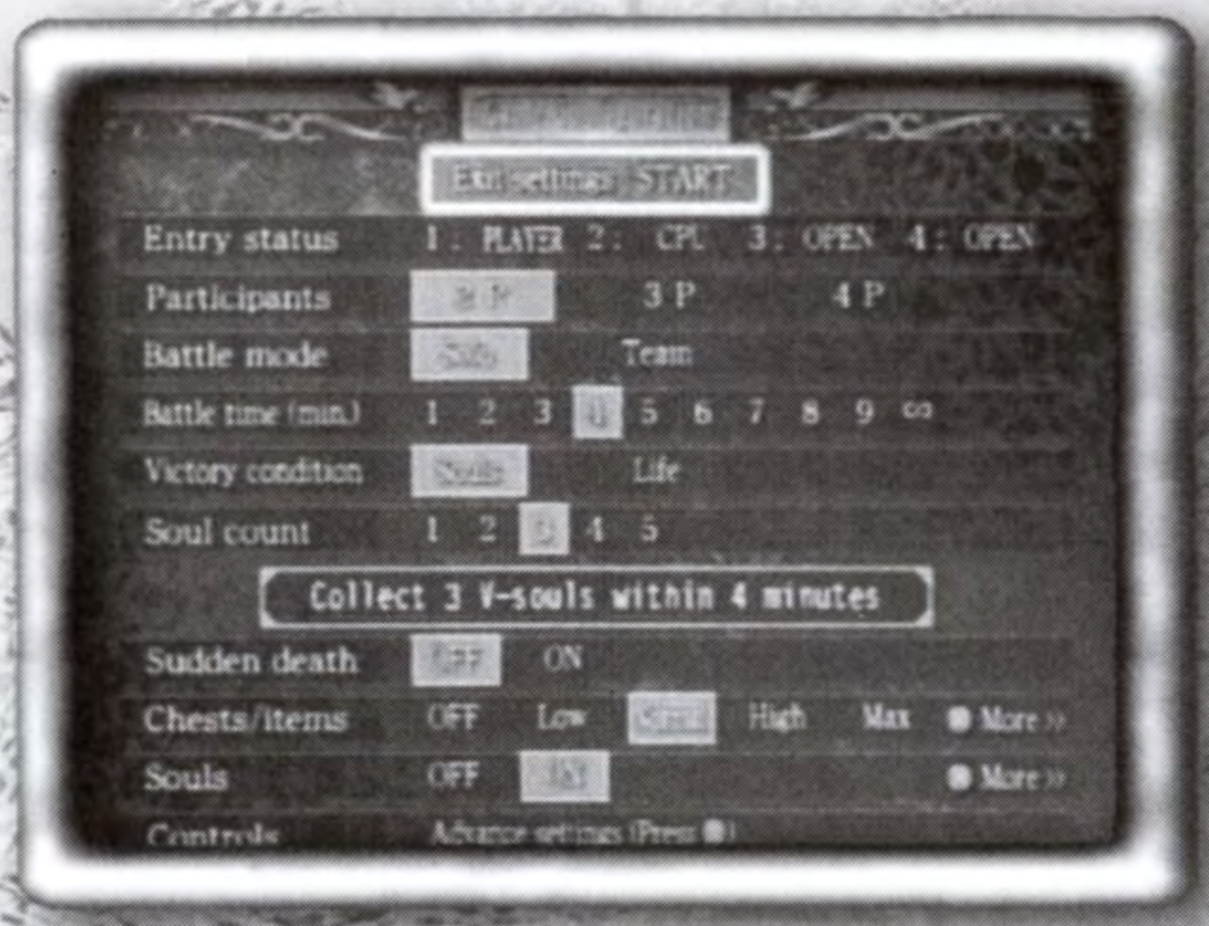
- You must be using a memory card in MEMORY CARD slot 1 or 2 in order to save game data.
- While saving or loading game data, do not remove the memory card, turn off the power, or press the Reset button. Doing so could destroy the data.

VS. MODE

VS. MODE STATUS DISPLAY



- ***Color Display*** — You and your friends share the same color display when fighting together.
- ***Character*** — The character's face appears here.
- ***Vitality Gauge*** — Decreases when the character sustains damage.
- ***Special Gauge*** — Decreases when the character is defending against attacks. If it drops to 0, the character cannot Block. It recovers as time passes.
- ***Orb*** — Displays combat tactics absorbed.
- ***Item Window*** — Appears when the character acquires Treasure Chest Items.
- ***Victory Souls*** — Displays Souls the character has absorbed.



GETTING INTO VS. MODE

In multiplayer VS. Mode, you can choose the characters you will battle with. Four players can battle simultaneously on one PlayStation 2. (For multiplayer controller setup, see page 3.)

1. SETTINGS MENU

Before starting a VS. Mode battle, you can change the rules on the Settings Menu. Use the Menu Controls (see page 8) to make your selections.

- ***Entry Status*** **— View the data you set for the controller status.**
- ***Participants*** **— Choose the number of players.**
- ***Battle Mode*** **— Select Individual or Group fighting.**
- ***Battle Time*** **— Set the battle time limit.**
- ***Victory Condition*** **— Select the conditions for winning.**
- ***Soul Count*** **— Select the number of Souls you must absorb within a certain time in order to win.**
- ***Sudden Death*** **— Select Sudden Death as a conclusion when the time limit ends.**
- ***Chests/Items*** **— Select the quantity and type of Items that will appear during gameplay.**
- ***Souls*** **— Select whether or not Souls will appear during gameplay.**
- ***Controls*** **— Reassign the button controls and turn the controller's *Vibration* function on/off.**

2. SELECTING YOUR CHARACTER

Choose the players who will take part in the battle. The characters you can currently use are displayed. Using the directional buttons, move the cursor to each character you want and press ⊗ to confirm.

You can adjust settings for a character in the Character screen:

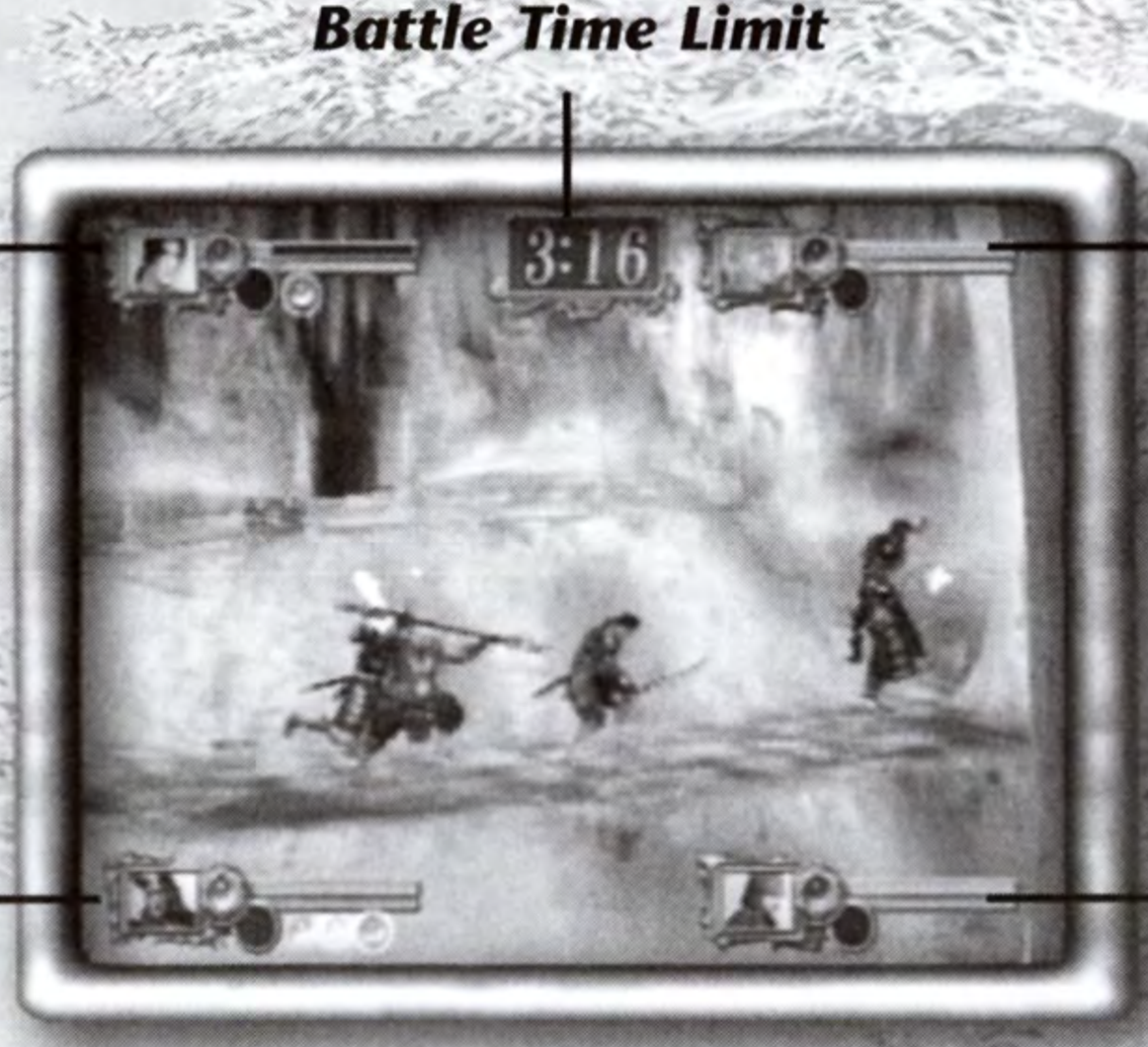
- ***Player Switch*** — Select who will control the character: ***PLAYER***, ***CPU*** (computer), ***RANDOM***, or ***OPEN***.
- ***Color Switch*** — Select the character's color. Characters with the same color will fight on the same team.
- ***Computer Label*** — This only appears when the computer is controlling a character. The character's strength increases along with the numbers.

3. SELECTING A BATTLEFIELD

Choose an arena for the battle. Information about the selected battlefield appears at the top of the screen.

INDIVIDUAL BATTLE SCREEN

MULTIPLAYER BATTLE SCREEN



In multiplayer battles, the players' locations and status displays are divided into teams. Teammates cannot choose the same characters.

When the match ends in a draw, Sudden Death can occur (if previously selected on the Settings Menu). Just before this, a single blow can win the match. With the Victory of Souls setting, those who absorb Souls win.

CUSTOM VS. MODE

Enjoy doing battle with characters you've developed in Story Mode. Up to four friends can play together, fighting with different Weapons and Tools.

- You'll need a memory card containing your saved character data in order to fight with that character in Custom VS. Mode.

The Custom VS. Battle Selection screen has four parts. Participating players (up to four) operate their own parts. Use the directional buttons to move the cursor and press ⊗ to confirm your selection.

1. CHOOSING SETTINGS

The process for choosing settings is the same as in VS. Mode. (See page 17.)

2. LOADING DATA

Data for each participant will be loaded. Insert a memory card containing save game data into MEMORY CARD slot 1.

Note: If you are connecting with a multitap, select Entry Slot 1-A to connect and load.

3. SELECTING A CHARACTER

After the data loads, the Select Character screen appears. When you select a character, you can adjust that character's settings. (See page 18.) Also, as a handicap, you can lower a character's level.

4. CHOOSING EQUIPMENT

When you select ***Equipment Items***, the Equipment screen will appear, displaying Weapons, Items, and other equipment obtained in Story Mode. Use the Menu Controls (see page 8) on this screen to select your equipment for the upcoming battle.

5. CHOOSING A BANNER

Select the banner your character will wear. (Banner selection is optional.) You can include a family crest on the banner.

6. CONFIRMING YOUR SELECTION

When you finish customizing, you'll be prompted to confirm your selections. After doing so, press START to begin the battle!

WEAPONS & TOOLS

Items appear when you break open Treasure Chests that fall on the battlefield. Move near an Item and press ◉ to pick it up and use it. If you pick up an Item you don't want, you can drop it by pressing R2.

REGENERATIVE ITEMS

Collecting these Items restores Physical and Special Powers.

- ***HP Heal*** — Restore vitality.
- ***Special Heal*** — Restore the Special Gauge.

USEFUL ITEMS

Throw these Items and cause strange things to happen to your opponents.

- ***Attack Silence*** — Render opponents unable to attack.
- ***Blinding Flash*** — Reverse opponents' operation and movements.

ATTACK ITEMS

These Weapons deliver heavy damage.

- ***Kunai Dagger*** — Throw several at once.
- ***Bomb*** — Once thrown, its explosion damages enemies in a wide area.
- ***100 Hammer*** — Throw at opponents to damage multiple enemies with one attack.
- ***Machine Gun*** — Repeatedly attack remote enemies.

MEDICINAL ITEMS

All these Items are available in Story Mode.

- ***Herb*** — These leaves increase Physical Power.
- ***Medicine*** — Medicinal herbs rolled into pills increase Physical Power.
- ***Power Jewel*** — This yellow stone strengthens Physical Power to its maximum level.
- ***Raizan*** — Held by Samanosuke, this blade bears the power of lightning and increases the power of Lightning Orbs
- ***Enryu*** — A red Western twin blade sword infused with the power of flame. It increases the power of Fire Orbs.

TUTORIAL

Choose Tutorial Mode when you want to practice with the character you selected in an actual game. Select the character and Items you want to practice with. After you practice a move, the Tutorial evaluates your performance.

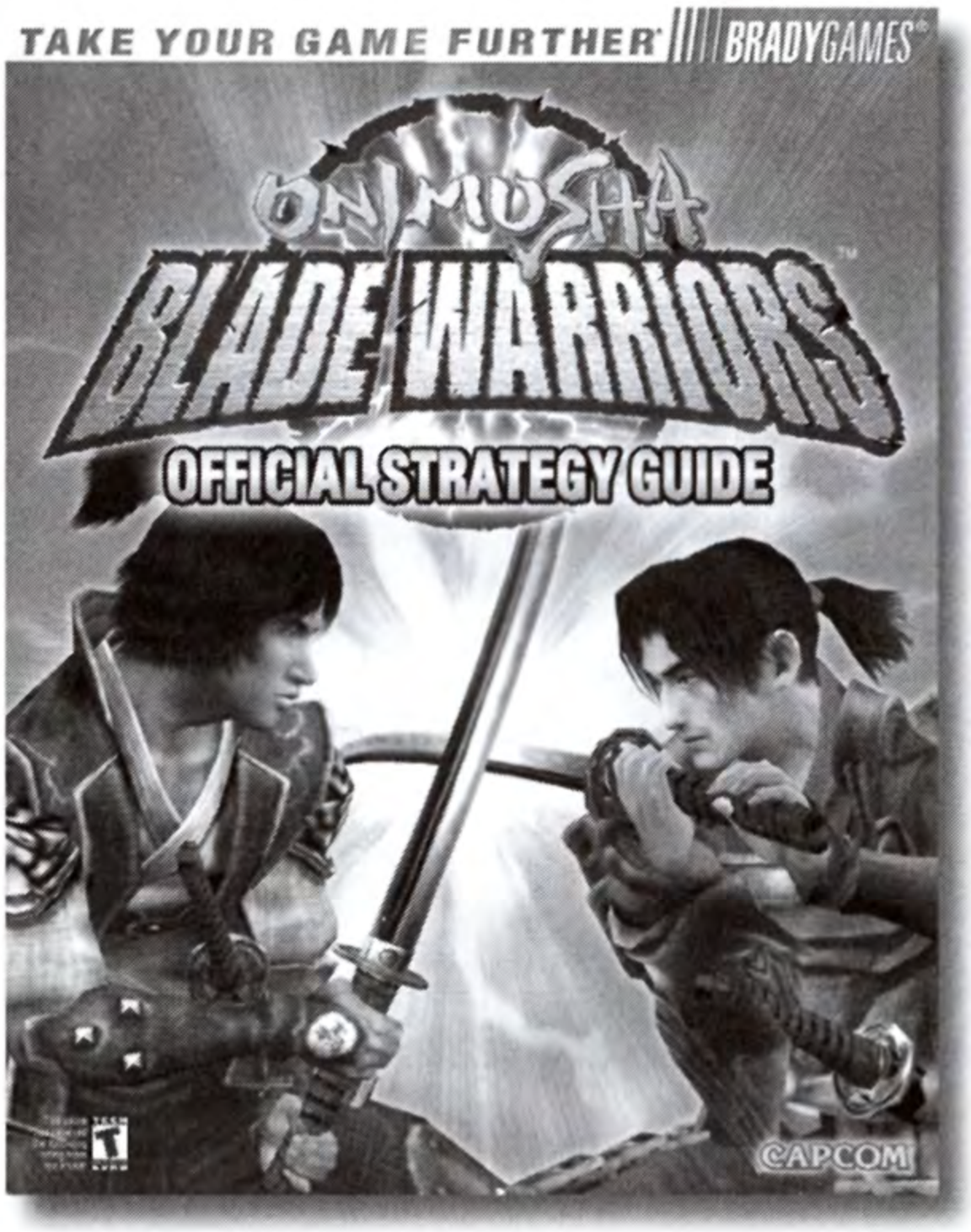
OPTIONS MODE

Move the directional buttons ⬆/⬇ to select options, and ⬅/➡ to change settings. Press ⊗ to confirm your setting selections.

- ***Subtitle Display*** **— Turn the subtitle display on/off during gameplay.**
- ***Sound*** **— Select *Stereo* or *Mono* depending on your speaker setup.**
- ***Music Volume*** **— Adjust the volume of the game's music.**
- ***SE/Voice Volume*** **— Adjust the volume of the game's sound effects and character voices.**
- ***Adjust Screen*** **— Adjust the placement of the game screen on the TV.**
- ***Default Settings*** **— Reset all settings to their defaults.**
- ***Quit*** **— Exit Option Mode and return to the Title screen or game screen.**

TAKE YOUR GAME FURTHER® BRADYGAMES®

DON'T FIGHT THESE BATTLES ALONE...



Get the Official Strategy Guide from BradyGames!

- Complete Move Lists.
- Tactics to Clear Every Battle in the Story Mode.
- Multiplayer Strategies to Beat Opponents in the Versus Mode.
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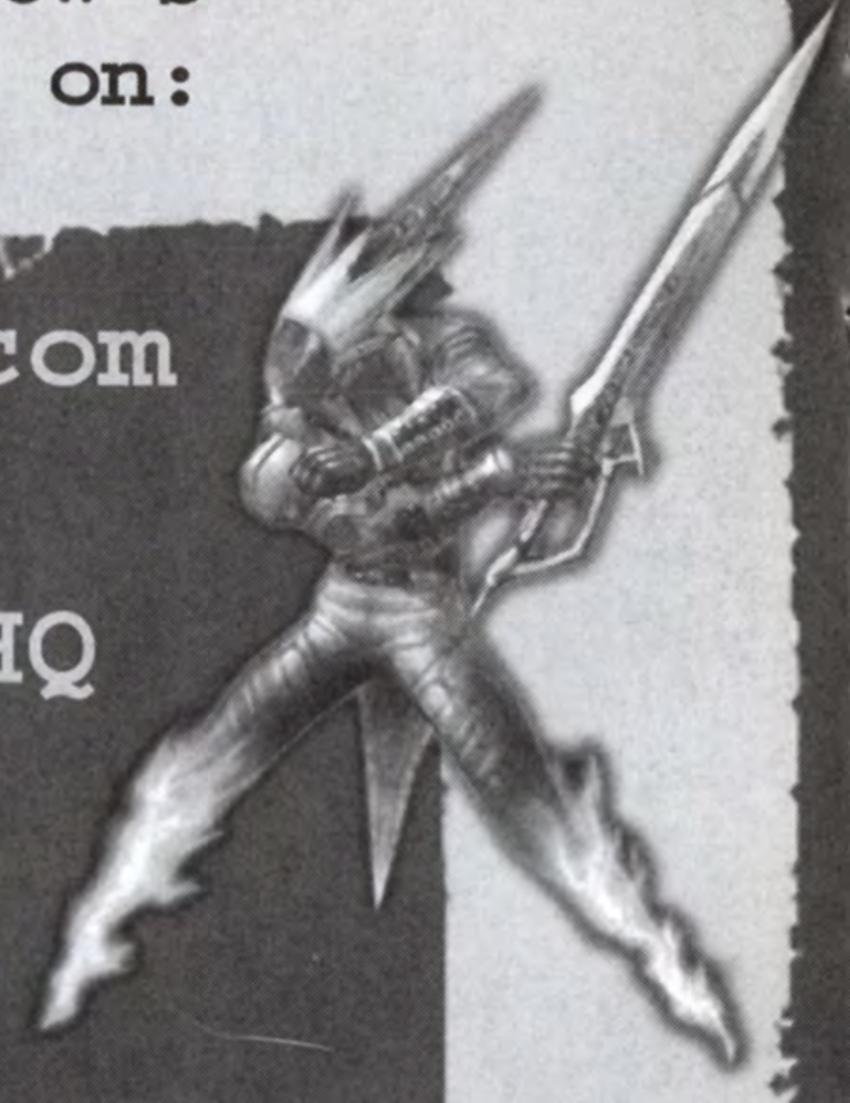

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